LORDS OF CHAOS

PLAYERS MANUAL

INTRODUCTION

In the days when the Arch Mages ruled the Old World there were no wars, plagues, floods or natural disasters of any kind. This society, peaceful as it may seem, suffered from the gradual build up of unreleased magical energy. Mana, which is the name for raw magical energy, could no longer be contained by the great wizards who used this power. The people of this world grew rebellious as unwanted magical distortions created hideous deformations in nature. Vicious beasts roamed the plains and unusual growths and swamps developed. Even the dead came back to haunt the living. Eventually war broke out as the desperate populace attacked the Mages in an attempt to get rid of what they assumed was the cause of the problem. The Mages themselves knew that they could do nothing except resist the attacks with all the magic they could muster. They had been investigating the causes of the mana build-up but they could not find its source. The most popular hypothesis was that it was coming from another dimension through a break in the fabric of reality. They set about trying to find this gap by constructing magical portals which could transport wizards into other realities. Many wizards bravely went through these portals to unknown destinations but none of them returned.

After the war had raged for many years the old world began to suffer from violent earthquakes as if there was immense pressure in its core. Suddenly the world shattered and split into many fragments which rapidly formed into self contained worlds. Only the wizards survived by creating a magical world which had an enormous amount of mana concentrated within it. Such a world made wizard spells ineffective because mana was simply sucked into the world's core whenever a spell was cast. The wizards named this world 'Limbo' and from it they ventured to the new worlds created from the Old World through the portals they had built. There was no more war, but there was no peace either. Chaos reigned above all else in the new worlds. Unimaginable places were filled with strange, magical creatures. Wizards now fought with each other in their quest for power because they knew that without power they could not survive as they journeyed from one world to the

next. No longer did wizards seek to rule together in a peaceful, united world. That world did not exist any more. They could only aspire to become rulers of the new worlds, the Lords of Chaos.

OVERVIEW

'Lords of Chaos' is a fantasy strategy game for one to four players. Each player takes control of a wizard and uses his magical abilities to fulfil his objectives. The main objective in each scenario is to survive until a portal appears and then escape through the portal to 'Limbo'. There are three scenarios provided with 'Lords of Chaos' which represent different worlds. The one player game combines strategy with role play. A 'Wizard Designer' program is provided to name and design your own wizards. Successful completion of a scenario will enable you to spend 'Experience Points' on improving your wizard before going on to the next world. In addition to the three scenarios provided with the game there will be expansion kits available to continue your quest to become the most powerful wizard in the new worlds.

LOADING THE GAME

SPECTRUM 48K/128K/+2/+3 TAPE

1. (48K/128K) Connect the ear socket of your cassette recorder to the ear socket of your Spectrum.
2. Rewind the tape to side one.
3. (48k/128k) Set the volume and tone to a high level.
4. Type LOAD"" and press the ENTER key.
5. Press PLAY on your tape recorder.

SPECTRUM +3 DISK

1. Reset the machine and insert the disk.
2. Press the ENTER key.

COMMODORE 64 TAPE

1. Start with the Commodore switched off.
2. Remove all peripherals except joystick, tape and screen. The tape should be as far as practicable from the screen.
3. Switch on and check that the tape is rewound to side one.
4. Hold down the SHIFT key and press RUN/STOP.
5. Press play on your tape recorder.

COMMODORE 64 DISK

1. Type LOAD"LOC",8
2. Type RUN then press RETURN.

AMSTRAD CPC 464/664/6128 TAPE

1. Rewind the cassette to side one.
2. Hold down CTRL and press the small enter key.
3. Press play on the cassette unit.

AMSTRAD CPC 664/6128 DISK

1. Reset the machine and insert the disk.
2. Type RUN"LOC and press RETURN.

GAME CONTROLS

When the game is loaded for the first time you will need to select the controls. The menu will offer the choice of keyboard control or joystick (or a choice of joysticks for the Spectrum). Initially the control is via the keyboard. Use Q and A to move the highlight bar to your desired choice and press the space bar to select it. The following keys are used for keyboard control:

Q	UP
A	DOWN
O	LEFT
P	RIGHT
SPACE BAR	FIRE

LEARNING TO PLAY 'LORDS OF CHAOS'

The best way to learn how to play 'Lords of Chaos' is to load the program and go through the following instructions as you are playing the game.

When you have loaded the main program you will be presented with the main filing screen. Press DOWN to move the highlight bar onto the 'load scenario' option and press FIRE. You will then have to enter the file name of the scenario. Press '1' and then the enter/return key to load the first scenario. Tape users must turn the tape over, make sure it is rewound to the beginning and press play on the cassette unit.

When the scenario is loaded you will be presented with a slightly different filing screen indicating that scenario one is loaded. The 'play game' option should be highlighted so press FIRE to start the game. You will be asked to input the number of players. Press '1' to play against the computer.

THE FIRST STEPS: GAME TURN ONE

'Lords of Chaos' is played in a sequence of game turns. First of all the independent creatures (not controlled by any wizard) have their turn and then each wizard has a turn in which to move all his creatures. The first game turn is then finished and turn two starts with the independent creatures again. After the independent creatures have moved it is your turn to play. The game turn panel is displayed which shows the name of the wizard whose turn it is. Your name is 'WIZARD1' because the

computer has generated a random wizard for you. You will find out how to use the Wizard Designer later on once you have become more familiar with the spells. Below the game turn indicator there is a list of all the wizards involved in the game with their current victory points displayed. 'Torquemada' is the computer controlled wizard. Press fire to begin the first game turn.

USING THE CURSOR AND MENUS

The screen display is divided into three sections. The main section is the map window on the left of the screen which shows a small part of the entire map of the world. On the right is the information display. This shows essential information about creatures and the cursor. The line at the bottom displays text messages.

You will notice that the flashing white square, the cursor, always starts on top of your wizard at the start of each turn. The information display on the right shows the characteristics of your wizard. Press FIRE and the information display will change to show six blue boxes. This shows all objects on the ground at the cursor position. You can now move the cursor around using UP, DOWN, LEFT, and RIGHT. When the cursor reaches the edge of the map window it will scroll. Experiment with the cursor by moving it around the map. You will discover that if you continue moving in one direction you will get back to where you started (a 'wrap round' map).

When you press FIRE a 'menu' is displayed on the right of the screen. A menu is simply a list of different options. Use the UP and DOWN controls to highlight the desired option and press FIRE to select the option.

Now that you know how to move the cursor press FIRE to bring up the menu. Press UP once to highlight the CANCEL option and press FIRE. The menu will disappear. The CANCEL option appears on all menus and simply returns you to cursor movement if you have accidently pressed FIRE.

Bring up the menu again and select the NEXT option. The map window will instantly move to your wizard and display its characteristics (press FIRE to clear the information). This option will move the cursor

between your creatures and wizard. Now bring up the menu and you will see two new options. Select the option SELECT-G. The cursor will change to a green 'walking' cursor to show that you are now in creature movement mode. You can still move the cursor around as usual but any menu option selected governs the actions of your wizard.

CASTING YOUR FIRST SPELLS

Press FIRE to bring up the menu. Select the option CAST-G (not CAST-A). The screen now displays your spell list. At the top of the screen the wizard's name and mana points remaining are displayed. The spells in yellow are the ones that you know. Next to each yellow spell are two numbers, the first number is the mana point cost for casting the spell and the second number is the level of the spell. The higher the level the more powerful the spell (and the more it costs). You can scroll through your spell list using UP or DOWN. Most of the spells are 'summon' spells which summon a specific type of creature for you to control and move around. Find a nice creature spell that you know (except dragon spells) and press FIRE. You will see the creature appear next to your wizard. If the spell was level two or three you will see two or three creatures appear. Cast a few creature spells of varying types; some with hands (Eg. Dwarf), some with wings (Eg. Harpy), and some you can ride (Eg. Unicorn).

As you cast spells you will notice that the wizard's green bar (on the left of the bar graphs) becomes empty. This bar represents the wizard's 'Action Points'. Almost all actions consume Action Points. If you try and cast more than four spells you will get an error message saying that you have not got enough Action Points. Don't worry, Action Points are restored at the start of each turn. In order to exit the spell menu press FIRE when it is centred on CANCEL or a red spell.

ENDING THE TURN

After casting a few spells you can do nothing more on game turn one. There is no movement allowed on the first game turn. Select the option END MOVE from the menu. This will end the selection of your wizard and return to cursor mode (with the plain, white cursor). Now select the option END TURN from the menu. Another small menu will appear (as

a safeguard against selecting END TURN accidentally). Press DOWN and select END TURN again.

Now it is Torquemada's turn. You will not see anything moving on the screen because 'Lords of Chaos' uses a 'hidden movement' system. Although his turn seems short he can do everything you can do. After he has finished a small menu will appear which allows you to save the game or abandon the game. Make sure CONTINUE is highlighted and press FIRE. It is now game turn two.

MOVING YOUR CREATURES AND WIZARD

Move the cursor over one of your creatures and choose the SELECT-G option from the menu. Now move the cursor into one of the eight spaces around the creature and press FIRE. The creature will move into the space where the cursor was. The cursor will still be in the same space relative to the creature. If you want to continue moving in the same direction all you have to do is keep pressing FIRE. In order to move in another direction you will have to move the cursor into another space adjacent to the creature. This method of movement will take a little getting used to but it is the most efficient system in the long run. Just remember the following rules when you have selected a creature;

1. If you press FIRE when the cursor is in one of the eight spaces next to the creature then the creature will attempt to move into the space.
2. If you press FIRE when the cursor is on top of the creature, or more than one space away, then the menu will appear.

Move the cursor on top of the creature you were moving and press FIRE. The menu should appear so that you can select the END MOVE option to return to cursor mode. Experiment by moving a few creatures around the wizard house. Make sure that you select the END MOVE option before attempting to select another creature. You can always go back to a creature after selecting END MOVE.

COLLECTING OBJECTS

There are probably a few objects lying around your wizard house. It is highly likely that your wizard is standing on some objects on the pentacle. Select your wizard (using the SELECT-G option) and press fire to bring up the menu again. Select the PICK UP option from the menu (if there is no such option then either the wizard is not standing on any object or he does not have enough Action Points). The screen will display the name and weight of each object on the floor. On the top line the wizard's weight limit is displayed. This is the amount of extra weight he can carry. Use the UP and DOWN controls to highlight the object you wish to pick up and press FIRE. If you don't want to pick up any more objects press FIRE when the cancel option is highlighted.

Only creatures with 'hands' can carry objects, so don't try to make a unicorn pick things up, for example. Creatures can carry more than one object, but only one object can be 'in use' at any time. The object in use is always the last one picked up. However, you can change the object in use by selecting the CHANGE option from the menu. Now that your wizard has picked up an object you will see that there are a number of other options in the menu. The options DROP, THROW-A and THROW-G always act on the object in use.

LEAVING HOME

Once you have collected all the useful objects in the wizard house you are ready to leave. Select a creature with hands and move next to a door. Select the 'USE' option from the menu. A yellow cursor with an arrow will appear. Move it on top of the door, press FIRE, and the door will open. The USE option is also used for closing doors, unlocking doors, unlocking chests and opening chests.

The time has come to explore the world. As you move your creatures out into the daylight you will notice that other objects, or possibly enemy creatures, will become visible. 'Lords of Chaos' uses a complex 'line of sight' system to assess when something is visible or not. You can always select the BIG MAP option to get a wider view of your surroundings.

FLYING

Some creatures can fly. If you have not summoned a flying creature then do so now. If the creature is inside the wizard house it will not be able to fly (because the roof is in the way). Out in the open the FLY option should be available (provided the creature has enough Action Points). When you select FLY the cursor changes to a blue cursor with wings. The name of the creature on the text window at the bottom will have wings next to it. A flying creature moves in the same way as a creature on the ground but always pays the same Action Point cost for moving and can fly over impassable terrain. It can only be attacked by other creatures in the air, or by thrown weapons, bows or spells. Once in the air the LAND option is available, but only if there is no creature directly below or the terrain is suitable (you cannot land on the roof of a wizard house). In order to select a flying creature for movement the SELECT-A option is used. When you have a flying creature in the same space as a creature on the ground there are two select options available; SELECT-A for selecting the airborne creature and SELECT-G for selecting the ground creature.

RIDING

There are a few creatures which can be ridden by others. This is particularly useful for your wizard. The unicorn, pegasus, gryphon, and elephant can be ridden by wizards, pixies, dwarves, goblins or trolls. In order to ride another creature move over a mount and select the RIDE option. After this option is selected the mount becomes the selected creature and you can move it together with the rider. If you want to select the rider for any actions then choose the RIDER option from the menu.

DEALING WITH THE ENEMY

When you find an enemy creature and move one of your creatures next to it you will become 'engaged' to it. This means that you cannot move unless you kill the creature. In order to attack the creature you must move into it. You can do this as long as your creature has enough Action Points and Stamina left. The computer automatically calculates the

results of combat and whether the defending creature has a return attack.

WINNING THE GAME

Each scenario has specific objectives, but there are always the same objectives of confronting the enemy wizard, destroying him and successfully escaping from the world. Read the scenario description for 'The Many Coloured Land' at the end of the manual. Refer to the rest of the manual to deal with specific aspects of the game; you don't need to read everything to start with. You are on your own now - good luck!

THE INFORMATION DISPLAY

The five icons at the top of the information display indicate some characteristics of the creature under the cursor as follows (from left to right);

UNDEAD: An undead creature can only be harmed by other undead creatures, magic weapons or spells.

FLYING: Indicates that the creature has the ability to fly whether by natural ability (wings) or flying potion.

MOUNT: The creature can be ridden by wizards, pixies, dwarves, goblins or trolls.

FATAL WOUND: When a creature suffers a single blow causing more than 25% of its constitution to be lost then it suffers a fatal wound. This causes a steady decrease in constitution from turn to turn unless a healing potion is consumed.

INVISIBLE: The creature is invisible to all enemy creatures.

The bar graph icons represent the following (from left to right);

ACTION POINTS: These are used up performing all types of actions.

STAMINA: This represents the physical fitness of the creature. Some actions, such as movement or combat, consume stamina. A certain amount of stamina is recovered each turn. If it goes below a certain level the creature becomes exhausted and only receives half its Action Point Allowance each turn.

CONSTITUTION: When constitution reaches zero a creature is killed. If it falls below 50% then Action Points, Combat and Defence are affected.

COMBAT: The attacking capability of a creature, taking into account weapons in use and potions consumed.

DEFENCE: The defensive capability of a creature taking into account weapons or shields carried and potions consumed.

CURSOR MODE

The following options are available in cursor mode;

SELECT-A Select an airborne creature for movement and other actions.

SELECT-G Select a creature on the ground for movement and other actions.

NEXT Move the cursor and map window onto another friendly creature and display its characteristics.

INFORM Display the characteristics of the creature under the cursor.

BIG MAP Display a strategic map. This map shows about half of the entire world with the map window position indicated by a flashing square.

Key to symbols;

▲ Wizard

● Ground creature

►◄ Flying creature

□ Object (red)

END TURN End the current wizard's turn.

CANCEL Cancel menu and return to cursor movement.

SELECT MODE

In select mode nearly all the menu options are actions that can be carried out by the selected creature. If an option is not in the menu then the creature is unable to perform the action due to inability or lack of Action Points. When a creature has moved on top of another friendly creature on the same level then there are usually only four options available - END MOVE, CENTRE, BIG MAP and CANCEL.

END MOVE End the creatures selection. If the creature is on top of a friendly creature at the same altitude then the creature is put back to a previous position which is empty (or back to the mount which it came from).

CENTRE Centre the cursor and map window over the selected creature. This is useful if you have moved the cursor a long way from the creature.

BIG MAP Display the strategic map.

RIDE	Ride a mount. The creature must be eligible to ride mounts and have sufficient Action Points. The mount must not already have a rider. When this option is chosen the mount becomes the selected creature and the rider is deselected.
RIDER	Select a rider for actions. A rider can perform any action that it can normally do (including close combat) except PICK UP. In order to pick up objects the rider must move off the mount first. If the mount is flying then the rider cannot move off until the mount lands.
CAST-A	Cast a spell at a position in the air. This only applies to a few spells.
CAST-G	Cast a spell at a position on the ground. All summon and potion spells must use this option.
DROP	Drop the object in use.
CHANGE	Change the object in use. When this option is selected all objects carried by the creature are displayed. The object currently in use is highlighted. Use the UP and DOWN controls to select the desired object and press FIRE.
PICK UP	Pick up objects on the floor. When this object is selected all the objects on the floor are displayed. Use UP and DOWN to highlight the desired object (or highlight CANCEL if you do not want to pick up an object) and press FIRE to carry out the action.
EAT	Eat the object in use. Only some objects are edible, such as apples and mushrooms.
DRINK	If there is a vial of potion in use then the contents are consumed. If the creature is standing over a cauldron of potion then some of the potion is drunk.
FILL	If a creature has an empty vial in use and it is standing on a cauldron full of potion then the vial will be filled.

USE This option can do a number of things. When it is selected a yellow cursor with an arrow appears. Move the cursor onto the terrain or object you wish to affect and press FIRE. The following conditions apply;

1. If there is a closed door it will be opened.

2. If there is a locked door and the creature has a door key in use then it will be unlocked and the key will disappear.

3. If there is a closed chest it will be opened.

4. If there is a locked chest and the creature has a chest key in use then the chest will be unlocked and the key will disappear.

5. If there is a special object in use then it can have various effects depending on its type. Consult the scenario instructions for your expansion kits (if you have any).

THROW-A Throw the object in use at a target position in the air. When you select this option the yellow arrow cursor will appear. Move the cursor to the desired target position and press FIRE to throw the object. The error message 'no line of sight' will appear if the target position cannot be seen by the throwing creature. If you want to cancel throwing then position the cursor over the throwing creature and press FIRE. You can only move the cursor as far as the creature can throw. This depends on the strength of the creature and the weight of the object.

THROW-G Throw the object in use at a target position on the ground. The procedure is the same as for THROW-A except that different line of sight rules apply.

FIRE-A Fire a ranged weapon (or flame breath) at a target position in the air. The yellow arrow cursor will appear which can be moved within the range limit of the weapon. The procedure is exactly the same as for THROW-A.

FIRE-G	Fire a ranged weapon (or flame breath) at a target position on the ground. The procedure is the same as FIRE-A except that different line of sight rules apply.
READ	If the object in use is a scroll then it can be read.
CANCEL	Cancel the menu and return to creature movement.

LINE OF SIGHT

The computer calculates line of sight ie. it determines whether a creature can see another creature or object. The hidden movement system uses line of sight calculations as you move your creatures around the map. You will only see enemy creatures if there is a clear line of sight to them.

SEEING DISTANCE

A creature on the ground can see a distance of 9 spaces. A creature in the air can see a distance of 11 spaces.

ROOFS

An airborne creature will not be able to see a creature on the ground, or vice versa, if there is a roof over the creature on the ground. Most buildings will have roofs over them.

GROUND LEVEL

When seeing from a ground position to a ground position then any intervening terrain can block line of sight, depending on its type. Walls, tall grass, and trees are the main obstacles to line of sight on the ground.

AERIAL RECONNAISSANCE

Flying creatures' vision is not normally blocked by intervening terrain, but they will have difficulty seeing into covered terrain such as magic wood, shadow wood or tall grass. Creatures on the ground can only be seen if the flying creature is adjacent to them. Objects can not be seen at all in covered terrain.

COMBAT

Conflicts will inevitably arise in 'Lords of Chaos'. They can only be resolved by combat. Each creature has a combat and defence rating. When a creature attacks by moving into an enemy, its combat value is compared to the defender's defence value and the damage is calculated involving a random factor.

ENGAGED TO ENEMY

When one of your creatures moves next to an enemy it cannot move any further during the current turn unless it kills all enemy creatures next to it. It is always possible, however, to move on the next turn. If a creature becomes engaged while on top of a friendly creature the END MOVE option must be selected because you cannot attack unless you are in an empty space. The only exception to this is when a rider is selected. If you try to attack then the message 'attack not allowed' appears.

WEAPONS

You will find various weapons in each of the scenarios. If a weapon is in use then it will add a certain amount to the creature's combat. Shields, and weapons to some extent, will add to defence but they do not have to be the object in use. Weapons can also be thrown at enemy creatures. Each weapon has a thrown combat value (see weapons chart).

RETURN ATTACKS

If a creature is attacked and has some Action Points and Stamina remaining it will fight back automatically. If you wish to make use of this defensive ability be careful to save some Action Points when you move creatures.

DAMAGE AND FATAL WOUNDS

When a creature's constitution reaches zero it is killed. If a creature suffers a single blow causing more than 25% damage then it gets a fatal wound. This means that the creature will suffer a slow but steady loss of constitution until it dies or drinks a healing potion. Eating apples helps restore constitution but does not affect fatal wounds.

THE UNDEAD

Undead creatures are not living in the normal sense. They are either ethereal beings or dead creatures animated by powerful magic. An undead creature can only be damaged by other undead creatures, magic weapons or spells.

ATTACKING TERRAIN

If a creature bumps into impassable terrain it may destroy it. Each type of impassable terrain has a toughness rating, Eg. walls are impregnable, but doors could possibly be smashed down.

THE SPELLS

There are 45 different spells in 'Lords of Chaos', 25 of which are 'summon creature' spells. If you use the wizard designer you can choose the spells you want, otherwise the computer will randomly select spells for you.

CASTING SPELLS

When you consult your spell list each spell you know will be highlighted and its mana cost and level will be displayed. The higher the level of the spell the more it costs. When you cast a spell its level will decrease until it reaches 0 when it cannot be used again during the current game. If you are using a designed wizard then all spells are restored when you go on to the next scenario.

When you cast some spells (such as magic bolt) a yellow targeting cursor will appear which must be moved to the desired target position. Pressing FIRE will activate the spell. These spells can be cancelled without loss of mana by pressing FIRE when the cursor is over the wizard. The only exception to this is 'enchant' which can be cast on the wizard itself.

Mana points are your most valuable assets. Wizards only recover mana at a slow rate; 4% of the initial mana level per turn. However, magic mushrooms, magic apples and various other objects will restore mana when eaten.

SUMMON SPELLS

When a creature spell is cast the number of creatures summoned is equal to the level of the spell. The creatures will appear in any empty space arround the wizard. If there is insufficient space due to surrounding walls, for example, then creatures will not appear and mana will be wasted. Creatures cannot be summoned in the air or from the air; only the CAST-G option can be used.

POTIONS

The more experienced you become the more you will realise the strategic and tactical importance of potions. However, it is not easy getting a potion together. This is what you need to do;

1. Place an empty cauldron on the ground.
2. Place the ingredient on the ground in the same place as the cauldron.

3. Make sure your wizard is standing on the cauldron and ingredient.
4. Cast the appropriate potion spell using the CAST-G option.

There will be more than one helping (or gulp) of potion created. The number of gulps created depends on the level of the potion spell; number of gulps = level + 3.

THE POTION TABLE

POTION NAME	INGREDIENT	EFFECTS
Strength Potion	Mistletoe	Boosts combat
Protection Potion	Clover	Boosts defence
Invisibility Potion	Crystal	Creatures cannot be seen by enemy
Speed Potion	Sulph	Doubles Action Points and triples stamina recovery
Flying Potion	Fairywing	Enables airborne movement
Super Potion	Ambergris	Boosts combat, boosts defence, doubles Action Points and triples stamina recovery
Healing Potion	Apple	Restores constitution and Stamina, cures fatal wounds

POTION EFFECTS

There can only be one potion in effect at once. If a potion is consumed while already under the influence of a potion then the previous potion is cancelled (except for healing potion which has an instant effect).

Potions do not last for ever. The number of turns a potion lasts depends on the level of the potion and the potion consumption rating of the creature (see the creature table). The larger the creature the shorter a potion will last.

DRAGONS

In order to summon a dragon a 'dragon potion' must be made. You will need an empty cauldron and one piece of dragon herb. Make sure your wizard is standing over these objects before you cast a dragon spell. The dragon potion will be created and the dragon will be summoned at the same instant. Dragons are only summoned from the other planes of existence by the lure of the potion's aroma. Dragon herbs are rare, so don't count on your dragon spells. All dragons have the ability to use flame breath. When this is directed at the ground a fire may start.

MAGIC FIRE

When you cast this spell the targeting cursor will appear. You must select a target space which is imflammable for the fire to 'catch'. You will find that most things are imflammable, but the only way to find out is to try the spell. Unlike most spells there is no line of sight required for the target space. Once the fire is created it will spread from turn to turn, or possibly die out. Many objects will be destroyed by fire. Any enemy creatures caught in it, including the undead, will suffer serious damage, however big their defence ratings are. Your own creatures and your wizard will suffer no damage. The higher the level of the spell the more damage it does and the better it spreads, but every time you cast fire it weakens the strength of all your fire currently in existence.

GOOEY BLOB

The Gooey Blob is a sticky, magical mess that behaves in a similar way to magic fire. The major difference is that it spreads over different types of terrain than fire. It is not as destructive as Magic Fire but it is more obstinate and tough. Undead creatures are harmed by the blob.

TANGLE VINE

Tangle Vine and Flood affect a certain area depending on the level of the spell. As with Magic Fire and Gooey Blob the targeting cursor will appear to select the target space and no line of sight is required. Tangle vine will only cover terrain that is susceptible. Walls, for example, will not be affected. Any creature caught in the vines, including undead creatures, must fight their way out or suffer wounding.

FLOOD

This spell behaves in a similar manner to tangle vine except that different types of terrain are affected. Flood can be used to extinguish fire, for example. Any creature moving over a flooded area risks drowning unless it is naturally adapted to water.

ENCHANT

This spell is used to convert ordinary weapons into magic weapons. When it is cast into a space, either in the air or on the ground, then any weapons in that space become magic weapons. This will work on weapons carried by a creature or on the ground. Once a weapon is enchanted it doubles in power and can be used to slay the undead. However the enchantment does not last for ever. The higher the spell level the longer it will last.

SUBVERSION

An enemy creature can be subverted so that it comes under your control. The spell can fail, the chance of success depends on the level of the spell and the target creatures magic resistance. Riders and mounts are either subverted together (using the highest magic resistance of the two) or not at all. Wizards, and mounts with wizard riders cannot be subverted.

CURSE

A curse will inflict a number of fatal wounds on a creature or wizard. The success of the spell depends on its level and the magic resistance of

the defending creature. The chance of success is generally better than subversion or magic attack.

MAGIC ATTACK

A magical attack can destroy one or more creatures. The success of the attack depends on the level of the spell and the magic resistance of the creature. If there are any creatures of the same type as the target creature within a certain range then they too will be attacked. Be careful because this can affect your own creatures as well as the enemy.

MAGIC BOLT

Magic Bolt and Magic Lightning are 'physical attacks', which mean the target creature's defence rating is taken into account. The amount of damage done to the target depends on its defence and the level of the spell modified by a random factor.

MAGIC LIGHTNING

Magic lightning has the same power as Magic Bolt but affects the eight surrounding spaces as well. If the spell is cast at a ground target then it can destroy terrain. The target space of lightning cannot be a solid piece of terrain such as walls.

TELEPORT

The Teleport spell can transport your wizard instantly to another part of the world. However, it is not very accurate except at short ranges. The higher the level of the spell the greater the range and accuracy. Once teleported a wizard will have no Action Points remaining. The spell can fail if the destination (which may be different to the desired destination) is a solid piece of terrain such as wall or rock.

MAGIC EYE

This spell can enable a wizard to see behind doors and reveal invisible creatures. When a target space is selected then you will be able to see

from that position as if your wizard was there. The CAST-A option will see from the air and CAST-G from the ground. Invisible creatures will only be revealed for the current turn.

MAGIC SHIELD

This spell will boost the defence rating of your wizard. The amount of increase and number of turns it lasts depends on the level of the spell. It does not matter whether you use the CAST-A or CAST-G option for this spell.

THE FILING SYSTEM

THE WIZARD DESIGNER PANEL

When the game is first loaded it is loaded up with the wizard designer. On the left of the screen is a list of options which can be highlighted using the UP and DOWN controls. On the right is a box displaying the name and level of any wizards in memory.

DESIGN WIZARD

When you press FIRE to select this option a highlight bar will appear in the wizard box. Use the UP and DOWN controls to select one of the four positions. If the position is vacant then a new wizard will be designed. If the position already contains a wizard then the wizard designer can be used to spend any experience points the wizard has on improving his character. Consult the section below for details on the wizard designer.

LOAD WIZARD

When this option has been selected a highlight bar will appear in the wizard box. Select a position to load into. You will be prompted to enter the filename. A wizard's filename consists of the first seven letters

of its name plus its level. For example, if your first level wizard is called TORQUEMADA then it's filename would be TORQUEM1. Only the first name of a wizard is included in the filename. If a third level wizard is called JOE ZAPPER then its filename would be JOE3.

Use the keyboard to type in the filename and press enter (or return) in order to load the wizard. Tape users should press play on the cassette unit. The filenames of all 'Lords of Chaos' files will be displayed as they are found until the correct file is reached.

SAVE WIZARD

When you select this option a highlight bar will appear in the wizard box. Select a wizard to save and press FIRE. If you select 'NONE' then nothing will happen. Disk users should use a blank, formatted disk for saving wizards and saved games. Tape users should use a blank tape.

DELETE WIZARD

Selecting this option will create a highlight bar in the wizard box. Select a wizard and press FIRE. The wizard will be deleted from memory.

LOAD SCENARIO

This option will load a scenario into memory. You will be prompted to enter the filename of the scenario, which is simply the number of the scenario. Scenario one, 'The Many Coloured Land', has the filename '1', scenario two is '2' and so on. Tape users should rewind their tape to the beginning of side two and press play on the cassette recorder. When the scenario has finished loading the file panel will change (see below).

LOAD SAVED GAME

If you have previously saved a game it can be reloaded with this option. Input the filename that you chose when you saved the game. As soon as the game has loaded it will be resumed where you left off.

DISK (AMSTRAD CPC)

Amstrad disk users have an extra option to deal with disk filing. When this option is selected a small menu will appear enabling you to inspect the disk, delete files and format disks. The format option is a special format for preparing the disk exclusively for saving wizards and games. You must first format a disk in the normal way and then use this special format option before you can save anything to it. A maximum of four saved games and twenty wizards can be saved on a chaos formatted disk.

THE SCENARIO FILE PANEL

When a scenario is loaded the file panel will change slightly. At the top of the screen the number of the scenario loaded is displayed. Two new options are present.

PLAY GAME

When you select this option you will be asked to input the number of players (unless the scenario is a one player only scenario). Press a number from one to four. Make sure that you have loaded or designed wizards in the correct position. For example, if you select three players then only the first three wizards will be used. If there is any position that does not contain a wizard then a random wizard will be generated. If you have selected a one player game you can use a random wizard or a designed wizard. If you are using a designed wizard then it must be loaded in the first position and its level must be equal to the scenario number (see 'The Role Playing Game' below).

LOAD DESIGNER

The wizard designer has to be re-loaded when you want to use it. When you select this option the wizard designer file panel will be displayed once the designer is loaded. Tape users must rewind their tape to the beginning of side two and press play on their cassette recorder. C64 owners do not need to do this since the wizard designer is always resident in memory.

SAVING GAMES

At the end of every game turn you will have the option of saving the game. When you select the 'save game' option you will be prompted to enter a file name. Type in a name and press the enter/return key. You can use any combination of letters. All saved games have the file extension '.SVG'. In the one player game you will only be able to save and reload a game a maximum of five times in order to prevent too much cheating.

THE WIZARD DESIGNER

When you choose to design a wizard there are four options available. Use the UP and DOWN controls to highlight the desired choice and press FIRE.

NAME

Use the keyboard to type in your wizard's name and press ENTER/RETURN when you have finished. Use the delete key to correct mistakes or change the name. Only letters and spaces are allowed.

CHARACTER

This section modifies the characteristics of your wizard. The number of experience points remaining is displayed at the top. The name of each characteristic is displayed with its value and the cost of increasing the value by one point. Use the UP and DOWN controls to highlight the desired characteristic. Press RIGHT to add to the value or LEFT to decrease the value. The values of characteristics can be increased to a maximum limit (depending on the characteristic) or until insufficient experience points are remaining. Values cannot be decreased below their initial value. When you have finished modifying the wizard press FIRE to return to the main menu.

SPELLS

The spell selection screen displays the number of experience points remaining at the top. Next to each spell name are two numbers. The first number is the experience point cost for increasing the spell level by one and the second number is the current spell level. Use the UP and DOWN controls to scroll through the spell list. Press RIGHT to increase the level of the spell and LEFT to decrease the level. Spell levels cannot be increased above level eight or more than experience points will allow. The spell level cannot be reduced below the initial level. Press FIRE in order to return to the main menu.

EXIT

When you have finished designing your wizard select EXIT from the menu.

THE ROLE PLAYING GAME

The one player game is designed to be treated as a role playing game with the ability to develop your wizard character as you progress through the scenarios. Follow the procedure below;

1. Design a wizard in the first space of the wizard box using the wizard designer and make sure you save it.
2. Load the first scenario and play a one player game.
3. When you have successfully escaped through the portal and completed the game your wizard will become a level 2 wizard.
4. Any victory points you gained are converted into experience points at a rate of 4 experience points for every victory point. Load the wizard designer and spend these experience points to improve your wizard.
5. Save your wizard again , but keep the old level one wizard.
6. Load the second scenario and play a one player game. When you complete this you will have a level 3 wizard.

7. Continue playing through the scenarios in strict order. They will become more difficult as you go on.

If you are having difficulty in a later scenario you can always go back to an earlier scenario and attempt to get more victory points. This is why it is best to keep a saved wizard at each level. Once you have reached level 4 you will have run out of scenarios. Extra scenarios are available from Mythos Games (see the coupon at the end of the manual).

THE SCENARIOS

There are three scenarios provided with 'Lords of Chaos'. Read the scenario descriptions before playing each one. The following information is provided;

PORTAL ARRIVES:	The game turns on which the portal can arrive.
PORTAL REMAINS:	The number of turns that the portal remains. This is displayed on the game turn panel when it arrives.
TREASURE:	The names of various treasure items are shown with their victory point values.

VICTORY CONDITIONS

In a multi-player combat the game will finish when all wizards have either exited through the portal or been killed. Victory points are gained for killing enemy wizards or creatures, finding treasure and escaping through the portal. Victory points for killing creatures are doubled if the wizard is directly responsible (victims of fire, flood, fatal wounds etc. do not count). Victory points for treasure items can only be gained if the wizard is carrying them when he exits through the portal. If a wizard fails to get through the portal before the end of the game, or gets killed during the game, then he will receive 0 victory points.

SCENARIO ONE: THE MANY COLOURED LAND

This world contains everything a wizard could need; a nice home, an attractive environment and plenty of potion ingredients for supplying a wizard's favourite hobby. As a new day dawns and the birds sing in the magic wood everything seems calm. Unfortunately you are not alone. Torquemada is not far away, and he is not just going to come round for a cup of tea and chat. There is only one choice - all out war. When you have dealt with Torquemada you might find time for some treasure hunting, but be careful when you go into the woods today - you're sure of a big surprise!

PORTAL APPEARS:	12-15
PORTAL REMAINS:	12
TREASURE:	Gold.............16 Ruby.............12 Emerald 8

SCENARIO TWO: SLAYER'S DUNGEON

It is well known that many mortals dress up in funny clothes, call themselves 'heroes' and go wandering into deep, dark dungeons looking for a fight. Such behaviour would be regarded as fairly abnormal by most people. As far as wizards are concerned the idea of going into a smelly dungeon is ridiculous, especially because hideous creatures usually seem to live in such places. You would never catch a wizard down a dungeon - that is until now. This particular world is 100% dungeon. It is green with mould and has absolutely no sanitary facilities. It was once rumoured that Arhg the Barbarian came to this dungeon in search of adventure and died from dysentery. His mighty weapon, the Slayer, is hidden somewhere in the dungeon. If you can find the Slayer and escape from this world you will be richly rewarded. There are many dangers in this place. Be careful when you open doors, and bear in mind that some dungeon denizens are so ugly they just don't want to be seen.

PORTAL APPEARS: 20-24

PORTAL REMAINS:	15
TREASURE:	Gold.............16 Ruby.............12 Emerald ....8 Slayer...........30

SCENARIO THREE: RAGARIL'S DOMAIN

This is a one player only scenario, you will not be asked to input the number of players. You can play this scenario with a random wizard, but you will find it difficult.

Ragaril is a devious wizard. His main pleasure in life comes from luring unsuspecting wizards to his palace in order to torment them. He has built many puzzles and traps to deceive many foolish wizards. There is a way out of the world, and many treasures can be found on the way. There are even some very helpful scrolls lying around which will provide a few clues. Now it is your turn to visit Ragaril's domain. You will find some spells very useful, particularly in relation to flying.

PORTAL APPEARS:	44-51
PORTAL REMAINS:	10
TREASURE:	Diamond......30 Ruby.............12 Emerald 8

CREDITS

Game Design : Julian Gollop
Spectrum/Amstrad programming : Julian Gollop
Commodore 64 Programming : Nick Gollop
Atari ST/Commodore Amiga programming : Martin Beadle, Nick Gollop, Julian Gollop
Playtesting : Karli Watson, Simon Watson, Dave Watson, Dave Moore, Phil Davies, Tony Hunt, Paul Gardner, Nick Gollop, Julian Gollop, Martin Beadle.
Spiritual guidance : Woof !

EXPANSION KIT ONE

If you have enjoyed playing `Lords of Chaos` you can purchase expansion kits directly from Mythos Games. Fill in the coupon below and send a cheque or postal order for the correct amount payable to Mythos Games Ltd., 19 The Rows, The High, Harlow, Essex, CM20 1BZ. Expansion Kit One includes two new scenarios;

ISLANDS OF IRIS

The mysterious sea world of Iris has developed some mysterious vegetation. The forest of eyes, according to the legend, holds a secret treasure of great magical value. So far no one has successfully penetrated the depths of the eerie forest - all adventurers have perished amongst the hideous peril of the eyes.

TOMBS OF THE UNDEAD

A great sorcerer built a tomb for his afterlife where he hid his most powerful magic staff. There are legions of undead guarding the maze of tunnels and rooms. Only the most ingenious wizard can solve the riddles of the tombs and emerge alive.

LORDS OF CHAOS - EXPANSION KIT ONE, SEND TO MYTHOS GAMES LTD., 19 THE ROWS, THE HIGH, HARLOW, ESSEX, CM20 1BZ

	TAPE:	DISK:
SPECTRUM 48K/128K	☐	☐
COMMODORE 64	☐	☐
AMPSTRAD CPC	☐	☐
PRICES (8-bit):	£4.00	£6.00
ATARI ST		☐
COMMODORE AMIGA		☐
PRICES (16 bit)		£8.00

NAME: ____

ADDRESS: ____

________________________________ POST CODE: ____________

CREATURE TABLE

	ACTION POINTS (GROUND)	ACTION POINTS (FLYING)	STAMINA	CONSTITUTION	COMBAT	DEFENCE	MAGIC RESISTANCE	CARRY LIMIT	POTION CONSUMPTION	VICTORY POINTS	MOUNT	RIDE MOUNTS	UNDEAD	USE WEAPONS	USE OPTION	WOOD TYPE	WATER TYPE	ROCK TYPE
GOLD DRAGON	38	40	86	90	50	42	82	30	10	9	no	no	no	no	yes	no	yes	no
GREEN DRAGON	32	36	80	82	40	43	75	26	10	8	no	no	no	no	yes	yes	no	no
RED DRAGON	34	40	90	72	32	34	90	32	10	7	no	no	no	no	yes	no	no	yes
PIXIE	34	0	40	16	4	6	67	30	2	1	no	yes	no	yes	yes	yes	no	no
DWARF	26	0	57	25	6	6	40	35	2	1	no	yes	no	yes	yes	no	no	yes
GOBLIN	30	0	45	32	9	9	46	42	2	1	no	yes	no	yes	yes	no	no	no
TROLL	32	0	88	47	12	16	46	40	2	2	no	yes	no	yes	yes	no	no	no
GIANT	30	0	48	66	21	15	50	50	4	3	no	no	no	yes	yes	no	no	no
CENTAUR	48	0	62	36	8	10	54	34	3	1	no	no	no	yes	yes	no	no	no
UNICORN	56	0	72	40	12	9	42	0	3	1	yes	no	no	no	no	no	no	yes
PEGASUS	46	56	80	40	8	9	50	0	3	1	yes	no	no	no	no	no	no	no
GRYPHON	42	52	73	53	24	21	57	0	4	4	yes	no	no	no	no	no	no	yes
ELEPHANT	36	0	55	73	14	22	40	0	6	2	yes	no	no	no	no	no	no	no
GORILLA	34	0	56	38	15	14	43	26	4	1	no	no	no	no	yes	yes	no	no
LION	54	0	64	34	21	14	46	0	4	2	no	no	no	no	no	yes	no	no
BEAR	38	0	70	48	22	26	48	0	5	3	no	no	no	no	no	yes	no	no
CROCODILE	26	0	52	62	26	20	55	0	4	2	no	no	no	no	no	no	yes	no
GIANT BAT	24	62	75	20	9	7	41	0	3	1	no	no	no	no	no	no	no	no
HARPY	28	52	60	28	22	14	60	16	4	3	no	no	no	no	yes	no	no	no
GIANT SPIDER	44	0	74	52	41	24	55	0	7	6	no	no	no	no	no	no	no	yes
ZOMBIE	24	0	90	50	6	5	50	30	3	1	no	no	yes	no	yes	no	no	no
GHOST	36	36	92	30	8	18	60	0	6	2	no	no	yes	no	no	no	yes	no
VAMPIRE	34	40	85	60	18	17	65	30	5	4	no	no	yes	no	yes	no	no	no
SPECTRE	38	0	80	72	28	24	70	0	7	5	no	no	yes	no	yes	no	no	no
DEMON	30	0	90	78	38	31	78	0	9	7	no	no	yes	no	yes	no	no	no

WEAPONS TABLE

	WEIGHT	COMBAT	DEFENCE	THROWN COMBAT	RANGED COMBAT
SWORD	10	10	4	16	0
KNIFE	3	4	1	20	0
SHIELD	8	0	13	0	0
BOW	4	0	0	0	15
SPEAR	5	8	4	23	0
CLUB	9	5	1	8	0
AXE	7	9	0	28	0
NINJA STAR	4	0	0	25	0
SLAYER	9	12	4	8	0
MAGIC SLAYER	9	30	12	16	0

All magic weapons, except for the Slayer, have double the values for combat, defence, thrown combat and ranged combat.

BLADE SOFTWARE LTD.
Brooklands, New Road, St Ives, Cambridgeshire PE17 4BG.